DRIVEN TO DESTRUCTION!

ATARI

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-52733-ANZ

1 or 2 Players • Memory Card (8MB) (for PlayStation®2): 370KB minimum • Multitap (for PlayStation®2) adaptable: 1 – 4 Players • Analog Control Compatible: all buttons • Vibration Function Compatible

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Table of Contents

Getting Started 4

Controls 5

Saving and Loading 6

Welcome to *Driven to Destruction* 6

Main Menu 6

Options 7

Game Screen 7

Driving Screen 8

Career 9

Eve of Destruction 12

Single Action 14

Multi Action 15

Dare 16

Race Types 16

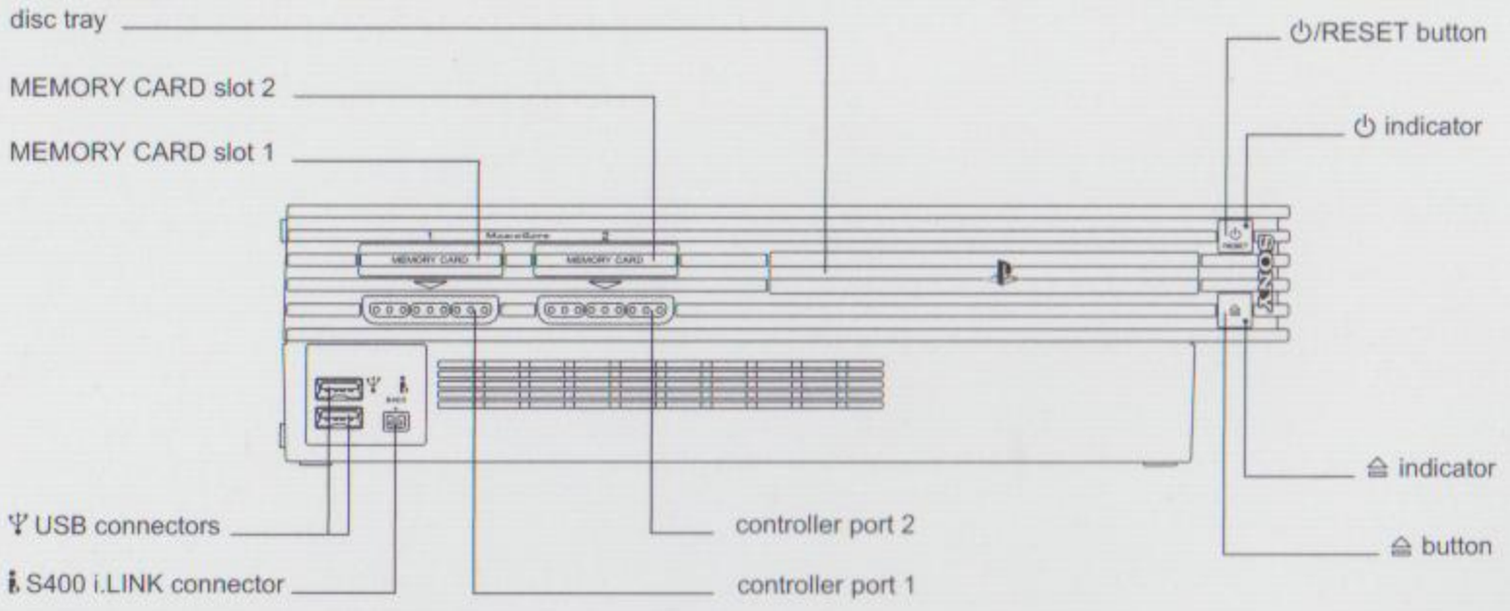
Replays 20

Credits 21

Technical Support 22

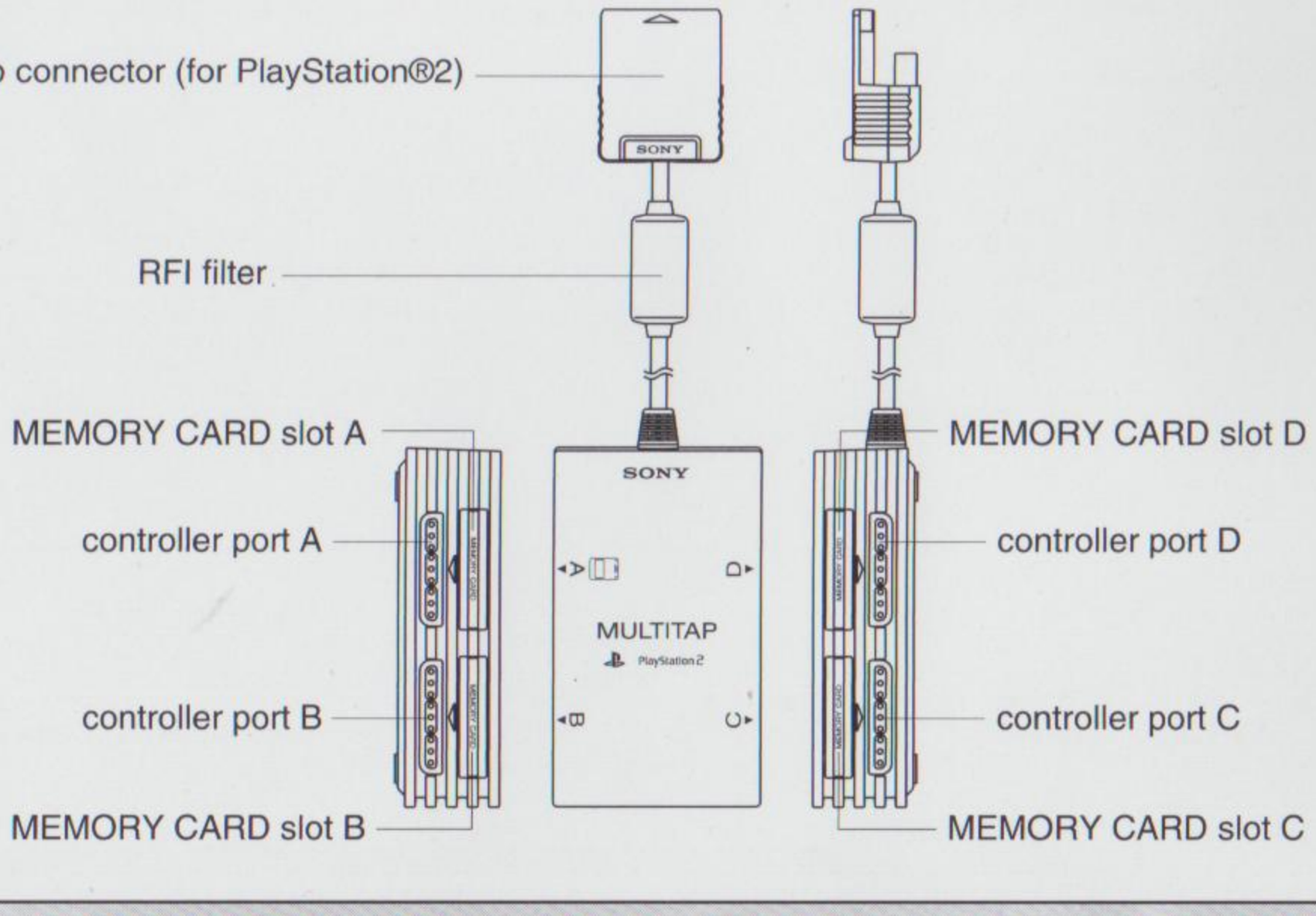
Getting Started

PlayStation®2 [front panel]



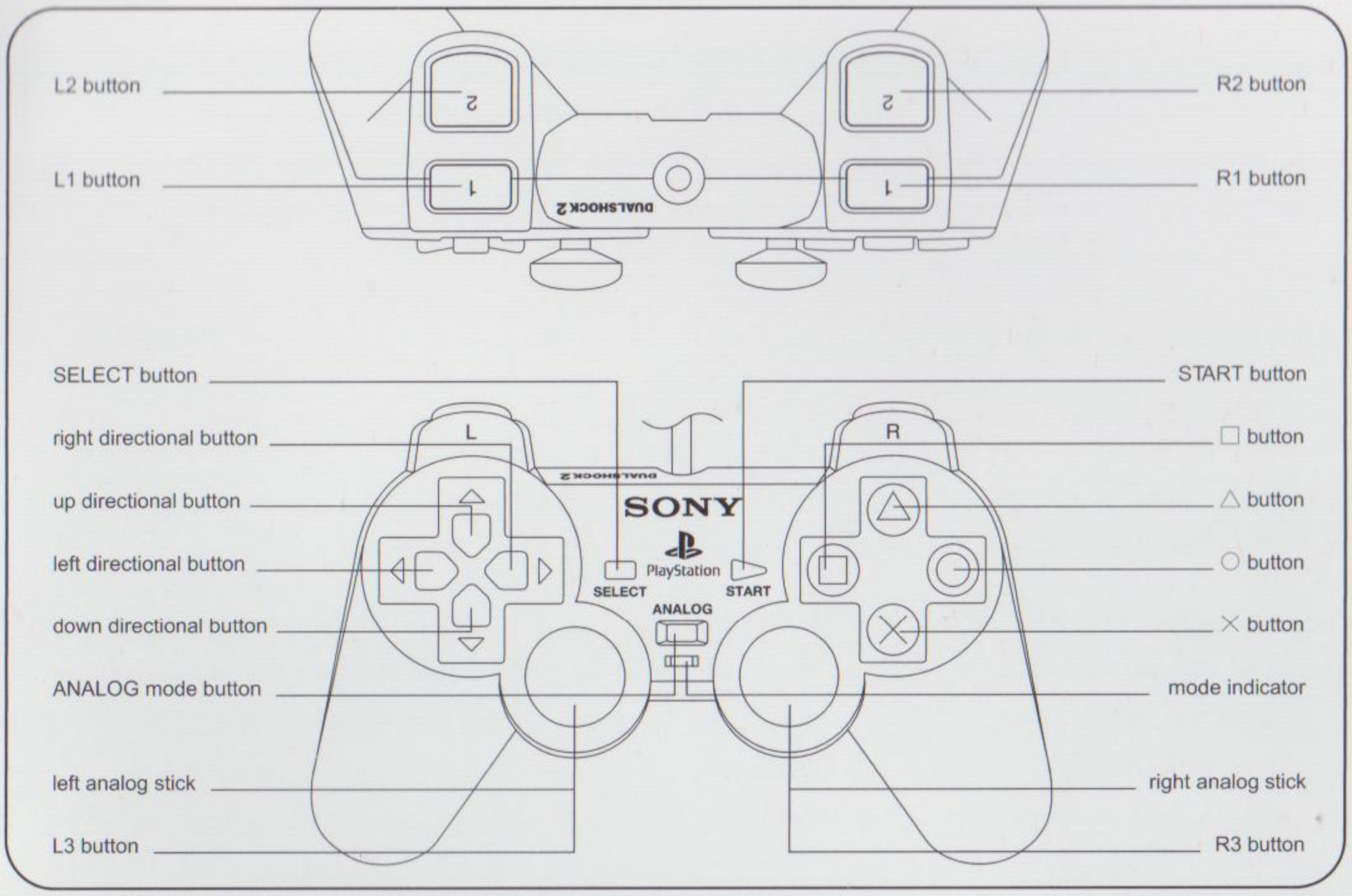
- Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.
- Make sure the MAIN POWER switch (located on the back of the console) is turned OFF.
- Attach game controllers and other accessories as appropriate, before you switch your console ON.
- It is advised that you do not insert or remove accessories once the power is turned ON.
- Now turn the console ON at the MAIN POWER switch and press the ⏻ / RESET button.
- When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open.
- Place the *Driven to Destruction* disc on the disc tray with the label side facing up.
- Press the ⏏ button again and the disc tray will close. Finally, press the ⏻ / RESET button again before commencing play.
- Follow on-screen instructions and refer to this manual for information on using the software.
- Make sure a memory card (8MB) (for PlayStation®2) with enough free space is inserted in MEMORY CARD slot 1 or MEMORY CARD slot 1-A if a multitap (for PlayStation®2) is inserted. before commencing play. *Driven to Destruction* requires 370KB of free space on your memory card (8MB) (for PlayStation®2) to save your game settings and progress.

Multitap (for PlayStation®2)



If three or more people are competing in *Driven to Destruction*, you must have a multitap (for PlayStation®2) connected to your PlayStation®2. Refer to the instructions that came with your multitap (for PlayStation®2) for information on how to connect it to the console.

Controls



Analog Controller (DUALSHOCK®2)

Driven to Destruction only support the analog controller (DUALSHOCK®2).

Menu Controls

directional buttons	Move highlight
× button	Accept
△ button	Back

Driving Controls

left / right directional buttons	Steering
left analog stick (left/right)	Steering
right analog stick (up)	Accelerate
× button	Accelerate
right analog stick (down)	Brake
□ button	Brake
△ button	Change camera
○ button	Reverse
L1 button	Rear view camera
R1 button	Reverse
L2 button	Feat Special (fire weapon/turbo)
R2 button	Emergency brake
SELECT button	Reset car on track (when prompted)
START button	Pause Menu

Note: You can select alternate control configurations on the Options Menu (see page 7).

Saving and Loading

In Career mode, you are prompted to save your game progress following the completion of an event. You can also save your progress at any time from your home. Select the Main Menu tab using the **left / right directional buttons**, select Save using the **up / down directional buttons**, and press the **× button**. *Driven to Destruction* requires 370KB of free space on your memory card (8MB) (for PlayStation®2) to save your game settings and progress.

You can also save your progress by choosing Action from the Main Menu, then Save.

The game automatically loads saved data from a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 when the game starts. To load a different saved game, insert a memory card (8MB) (for PlayStation®2) with a saved game on it in MEMORY CARD slot 1, and select "Load" from the Main Menu.

WELCOME TO *DRIVEN TO DESTRUCTION*

Do you want to experience all of the thrills, laughs and wild nights of competing in some of the most outrageous racing events ever seen in North America? Well you've come to the right place! From figure-8 tracks to trailer races, destruction derbies to gauntlet races, *Driven to Destruction* has it all!

MAIN MENU

Action

Pick a car and a venue, jump behind the wheel and hit the gas! Action mode lets you instantly jump into a quick, fun series of single-player or multiplayer races, test out cars, and practice on a variety of tracks. The following event types are available under the Action Menu:

Single: Single-player competition with your choice of cars, tracks and races (see "Single Action" on page 14).

Multi: Multiplayer mayhem with up to four players in split-screen mode (see "Multi Action" on page 15).

Dare: Take this series of challenges to learn the ropes and prove your mettle (see "Dare" on page 16).

Career

Start out in Middle America and travel to a variety of tracks hosting a wide range of extreme racing events (see "Career" on page9).

Load

Load a previously saved game from a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

Options

Adjust game settings (see next page).

OPTIONS

Select Options from the Main Menu to adjust the following settings:

Volume: Use the **left / right directional buttons** to adjust the volume of music, sound effects and the race announcer.

Audio/Video: Use the **left / right directional buttons** to select a video mode (standard or widescreen), and adjust the screen positioning. You can also choose from Mono, Stereo and Dolby Pro Logic II sound output.

Setup: Choose from three control configurations — the controller you use to enter the menu is the controller you configure. You can also set the vibration function of the **analog controller** (DUALSHOCK®2) **ON/OFF**, and toggle speed display between MPH and KPH.

Extras

The Extras Menu contains the following options:

Unlockables: View a list of the special cars and tracks that you can unlock, as well as the reputation rating required to unlock them.

Feats: These are special power-ups that you can unlock by performing outrageous stunts. Select a Feat to see the requirements for unlocking it. Once you've unlocked a Feat, select it in this menu and press the **× button** to toggle it **ON/OFF**.

Videos: View unlocked videos of real-life *Driven to Destruction* races.

Credits: See the list of people who helped make this game.

GAME SCREEN

Driven to Destruction uses a tab-based navigation system for Career and Action events. Use the **left / right directional buttons** to switch between tabs, and then press the **up / down directional buttons** to highlight an option. Press the **× button** to select that option.

DRIVING SCREEN

Position: Your position in the current race.

Lap: Current lap / total laps.

Damage: The amount of damage your car has received. When the Damage gauge turns red, it means your car is hurting. When it starts to blink, your car can only take one or two more hits. When the Damage gauge is empty, your car becomes impaired and you're out of the race. You can repair your car between races or at your home in Career mode (see "Repairs" on page 13). In Action mode, cars are repaired automatically between events.

Opponent Damage: When you collide with another car, that car's current Damage gauge is shown below yours. If you land a killing hit, the word "KILLED" will flash.

Speed: This is your current speed.

Gear: This is the current gear your car is in.

Hits: The Hits meter shows how many times you've slammed into other cars during the course of the current eve. The more you crash, the more you stoke the crowd. After a career eve, you win bonus prize money based on the number of times you fill the Hits meter.

Kills: This shows your current kill count. You must be the one to land the final disabling blow on a car in order to score a kill. Kills count toward your overall reputation points.

Directional Indicator: Depending on the race, the screen might contain other elements, such as an arrow showing you which direction to drive (Point-to-Point, Wrangling) or a stoplight (Stop and Go Race).

Radar: During some races, including Demolition Derby, Push-Off and Battle, a radar window appears in the upper-right corner. Your car's position is always at the centre, and the front of your car is always pointing upward. Other cars appear as white dots.

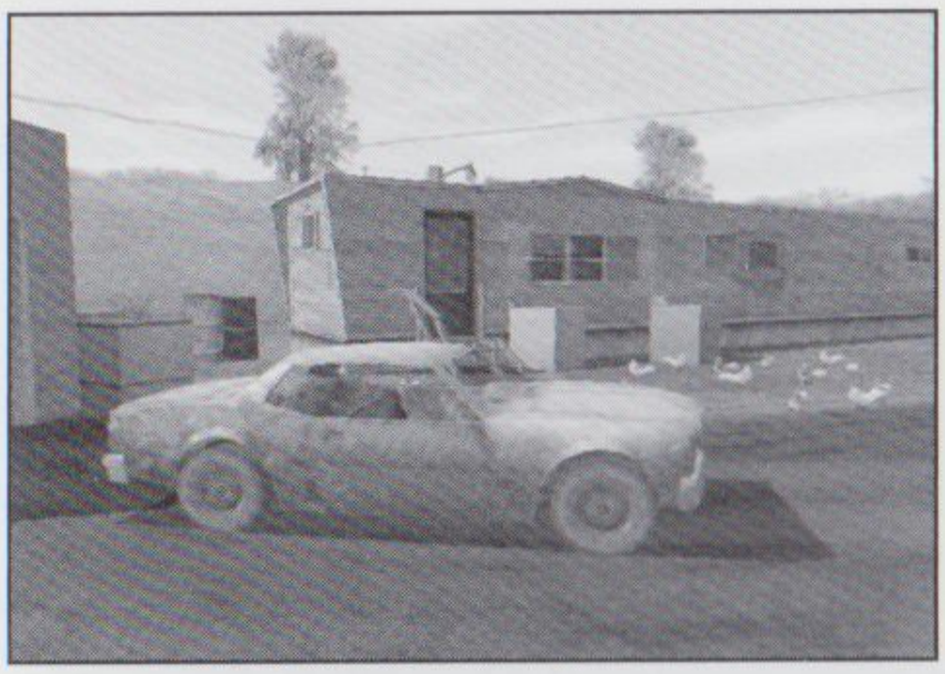
Laps Indicator: When you drive over the start / finish line, this box will appear briefly to show your stats for the previous lap, including Laps to Go, Last Lap time and Best Lap time.

CAREER

In Career mode, you must place well enough to win cash prizes so you can buy new — well maybe not new — cars that have more power, better handling, thicker chassis and fewer dents. Success in Career mode also raises your overall reputation rating, which unlocks tracks, cars and events that you can use in Action mode. As you progress, you can also unlock exclusive videos, which prove that, as crazy as they seem, the majority of these types of events actually take place in the real world.

When you start a new career, you must first choose a nickname. Your nickname is how the track announcer will refer to you during driving events. Use the **left / right directional buttons** to select a name and press the ✕ **button** to continue.

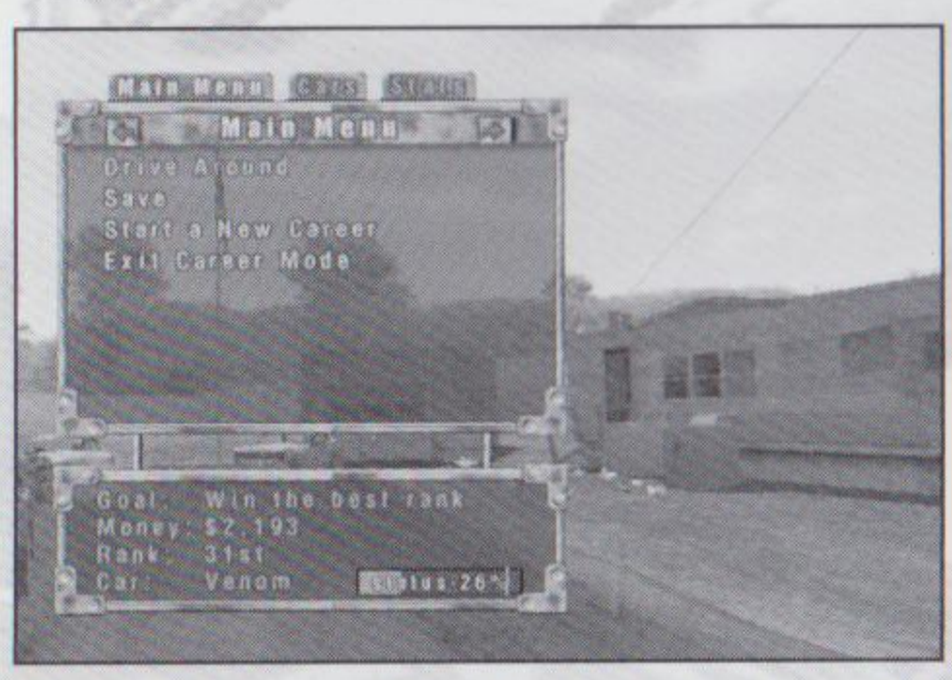
Home Sweet Home



Career mode starts at the dirt driveway in front of your humble singlewide. Across the driveway is the late-model Top you recently inherited from grandma. It may not look like much, but it runs.

And that's what matters, because today you've decided to enter the local *Driven to Destruction* down Route 17 in Ashland. You've dreamt about being a race driver and this is your chance. Survive enough races to earn cash for repairs and upgrades, and you're on your way to fame and glory. But before that happens, you have some errands to run. Good luck, and don't forget to buckle up!

Career Main Menu



In your driveway, you can use the menu window to do the following:

Drive Around: Head into a great big world of driving destruction.

Save: Save your progress.

Start a New Career: End your current career and begin a new one.

Exit Career Mode: Exit to the Main Menu (see page 6).

Cars

Switch Cars: Press the ✕ **button** and then use the **up / down directional buttons** to highlight a car that you want to drive. Press the ✕ **button** to select.

Repairs: Repair any car in your current fleet (see "Repairs" on page 13).

Stats

Current Goal: Shows your current Career goal and your progress toward completing it.

Current Rankings: Lists the top 100 Eve of Destruction drivers. Press the **directional buttons** to scroll through the list. Press the ✕ **button** or the △ **button** to return to the Stats Menu.

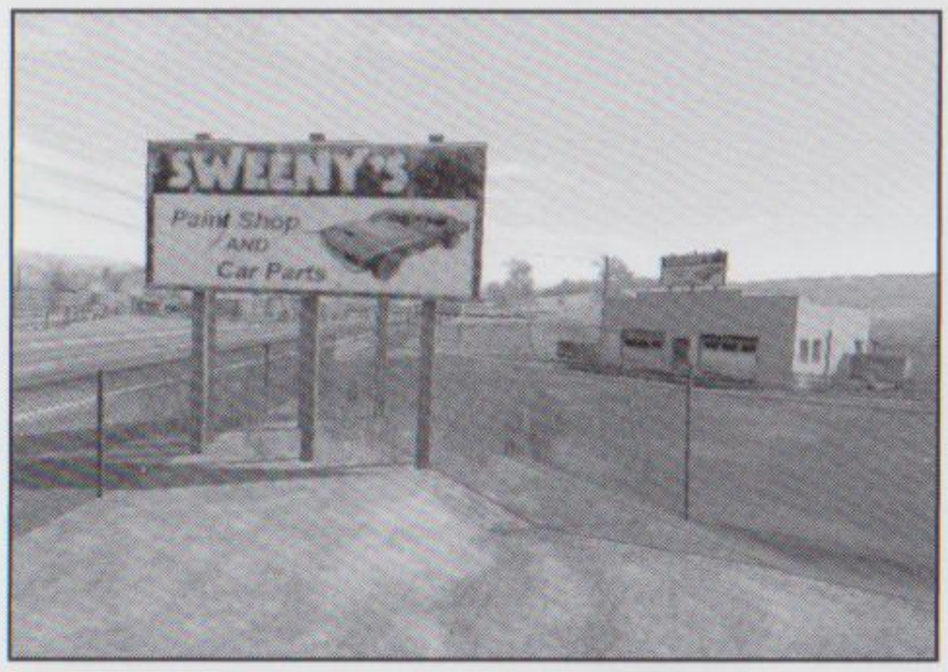
Last Event's Results: Lists the standings for the last event you completed.

The Neighbourhood

Select Drive Around from the Career Main Menu to hit the open country road. Your first stop in a new career should be to trade-up for a slightly less gutless car. Take a right out of your driveway and head toward Sweeny's Salvage Yard. In addition to Sweeny's, there are several other stops of interest.

Note: You can press the **START button** and select "Jump To" to go directly to any neighbourhood location.

Auto Shop



If you make a right turn out of your driveway and travel toward the wrench icon on your map, you'll see the Auto Shop. Once you achieve a ranking of 80 or better, you can visit the Auto Shop to buy upgrades, including better suspension, turbo, and chassis reinforcement. Use the **up / down directional buttons** to select an upgrade. Its effect is shown at the bottom of the window and its price is shown at the right. Press the ✕ **button** to purchase the selected upgrade.

Choose the Painting tab to select the Paint Shop, where you can personalise any of your cars for free (see "Painting" on page 12).

Choose the Drive tab and select Drive Around to leave the Auto Shop.

Sweeny's Salvage Yard

The salvage yard is on the left just past the Auto Shop. When you pull into Sweeny's, you'll find a selection of cars that change depending on your Career ranking.

The Buy tab lists the available cars. Use the **up / down directional buttons** to select a car and see it's Speed, Handling and Durability stats.

Your available cash and the cost of the currently selected car are listed at the bottom of the window. The stats of the car you're currently driving are displayed in a window to the right. Press the ✕ **button** to purchase the selected car.

Before you make the purchase, you're given the option to trade-in your old car or pay cash. Select Pay Cash or Trade-In Old Car and press the ✕ **button** to make the deal. The trade-in and purchase prices are shown at the bottom of the window.

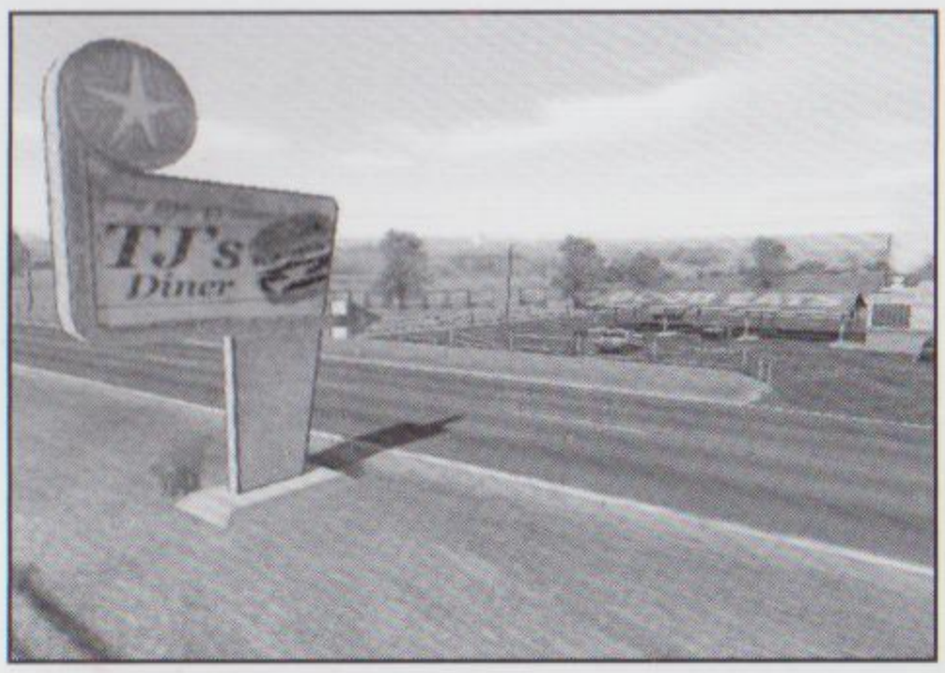
To sell your current car, press the **left / right directional buttons** to open the Sell tab. The price that Sweeny is willing to pay for its battered remains is shown at the bottom of the window.

Note: You cannot sell your only car. If you want to get rid of it, trade it in for a new one.

To leave Sweeny's, press the **left / right directional buttons** to open the Drive tab and select Drive Around.

Note: You have room to park four vehicles in your driveway at home.

TJ's Diner



Placing well in the track events is not the only way to earn some dough. TJ's Diner is a hotbed for unsanctioned races. Turn left out of your driveway, and then right at the next intersection. Follow that road straight until you see a sign for TJ's Diner. Make a left to enter the diner parking lot.

At the diner, you will encounter up to five other extreme drivers who you can challenge to a race for cash. When you pull into the parking lot, a menu will appear asking you to choose a challenger. Highlight a challenger using the **up / down directional buttons** to display his name, the amount of the bet, and other information about the race. As you advance in your career, more diner drivers will become available.

Press the ✕ **button** to advance to the confirmation screen. If you want to continue to the race, select Race and press the ✕ **button**. You will face off against the driver and his friends on the dirt track behind the diner. To return to the previous screen, select Back and press the ✕ **button**.

Troy's Place

Once you've gained a bit of a racing reputation, head over to Troy's for an even more brutal brand of unsanctioned racing. You'll recognise it from the pirate flag waving outside. Troy's is like TJ's, but the course and competitors are a lot tougher. The wagers are higher as well.

The Infield

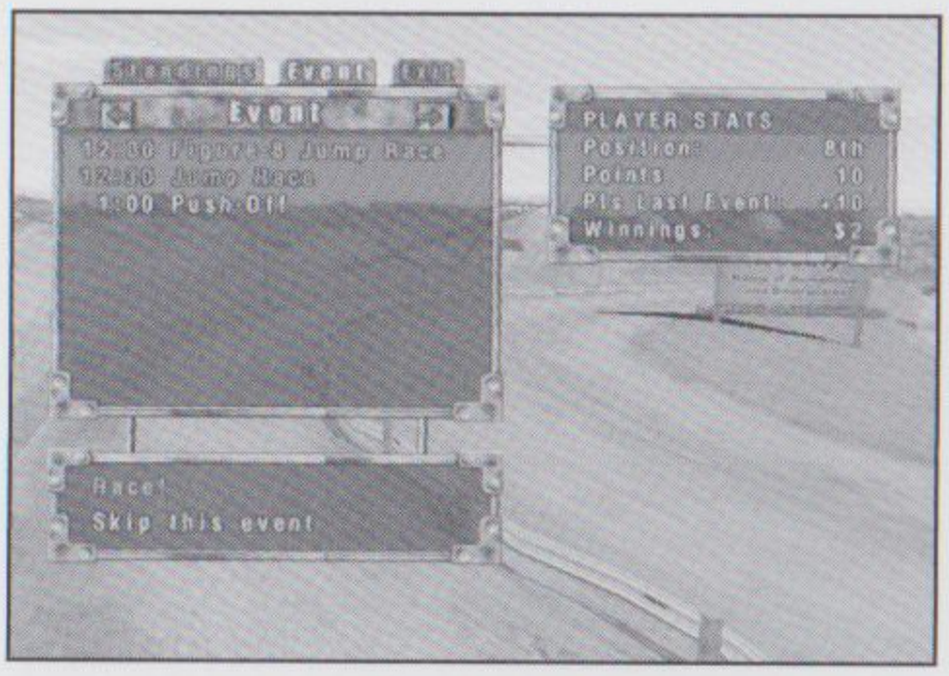
Take a right out of your house and take the first left. Or, drive to the other entrance near the free-way (left from your house, hard right). Once you achieve a rank of 80 or better, the gates to both infield entrances will be open. Enter here and bet on whether you think you can beat the quickest time through a rough-and-tumble auto obstacle course. Each entrance features a different course.

Out of Town

When you start your career, the first three eves are down the road from Sweeny's. The next series is out past TJ's. Once you've proven yourself, you've got to hit the highway to get to your next events. Keep an eye open for on-screen indicators that tell you where to go for your next series of events.

DRIVEN TO DESTRUCTION

After a short trip, you arrive outside your next event. On the road in front of you is your first challenge. A local driver dares you to race on the way to the event. Press the ✕ **button** to accept the challenge, press the ○ **button** to decline. If you beat him, you can earn some reputation and drive up to the event just in time to take your place behind the pack for the first race. If you decline, you jump straight to the first race of the eve.



After each race, your reputation points are tallied based on the number of hits and kills you made during the race. Select Continue to go to the Eve Menu. Select Replay to watch a replay of your last race (see "Replays" on page 20).

Note: Replays of the first race of an eve are not available.

On the Eve Menu, use the **directional buttons** to move between the menu tabs and choose an option.

Race: The time and type of the next race is displayed in the Event tab. Select Race to go to the Choose Car Menu.

Skip this event: Select this option to bow out of the next event.

Standings: Select the Standings tab to see the current event standings. Your name will be highlighted in yellow.

Restart Eve: Choose the Exit tab and then select this option to restart the eve. Placings, hits meter and damage will be reset.

Exit: Choose the Exit tab and select Exit to quit the current eve and head back home.

Replay: Select this option to view a replay of the last event (see "Replay" on page 18).

When you choose the Race option, the Choose Car Menu is displayed. If the car you want to drive needs some TLC, press the **right directional button** and go to the Repair Car tab before you start the race. Use the **up / down directional buttons** to highlight a car from among your battered fleet and press the ✕ **button** to repair that car. On the Repair window, press the **right directional button** to repair your car by five-percent increments. The cost of the repairs is displayed in the window. Press the ✕ **button** to make the fixes and incur the costs. (For more information on repairs, see "Repairs" on page13).

After repairs, press the **left directional button** to return to the Choose Car Menu. Select a car and press the ✕ **button** to start the next race. Select Back to return to the Eve Menu.

Painting

At the Auto Shop, you can enter the Paint Shop and paint your ride for free. Select the Painting tab and then select Paint Shop to paint the car you're currently driving.

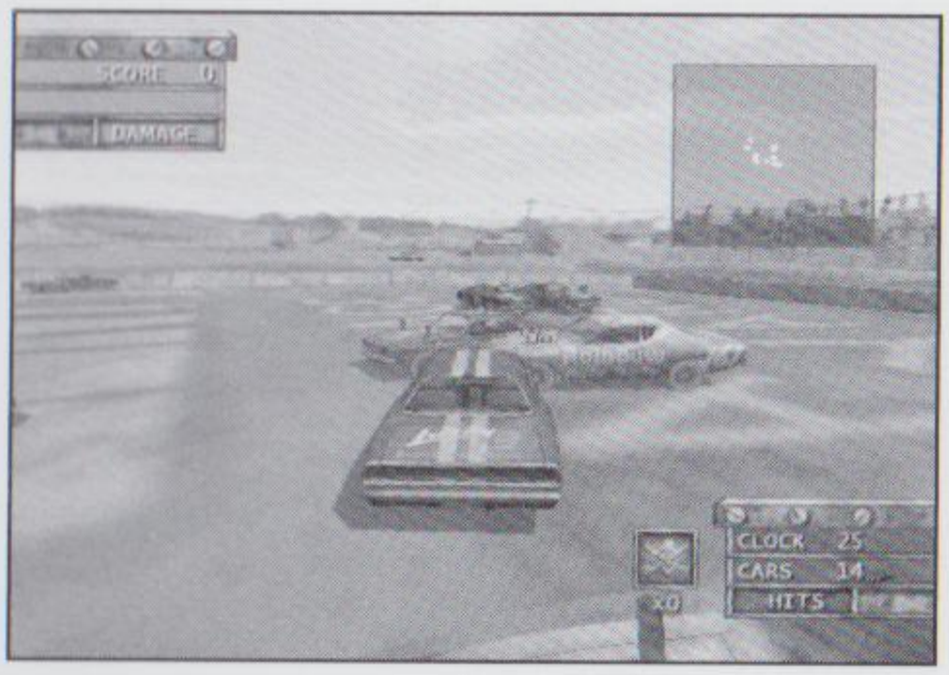
First, use the **directional buttons** to choose a colour. Press the ✕ **button** to continue or press the △ **button** to exit the Paint Shop. Next, press the **left / right directional**

buttons to choose a nozzle size. Press the ✕ **button** to continue or press the △ **button** to return to the Choose Colour Menu. Lastly, press the **directional buttons** to choose an area of the car to paint. Use the **left analog stick** to move the painting cursor. Press the ✕ **button** to paint.

If you want to choose a new nozzle size or a new colour, press the △ **button** to return to the previous menu.

To exit, press the△ **button** until you get the confirmation box asking you if you'd like to save your changes. Press the ✕ **button** to save your changes and exit the Paint Shop. Press the △ **button** to exit the Paint Shop without saving changes.

Damage and Hits

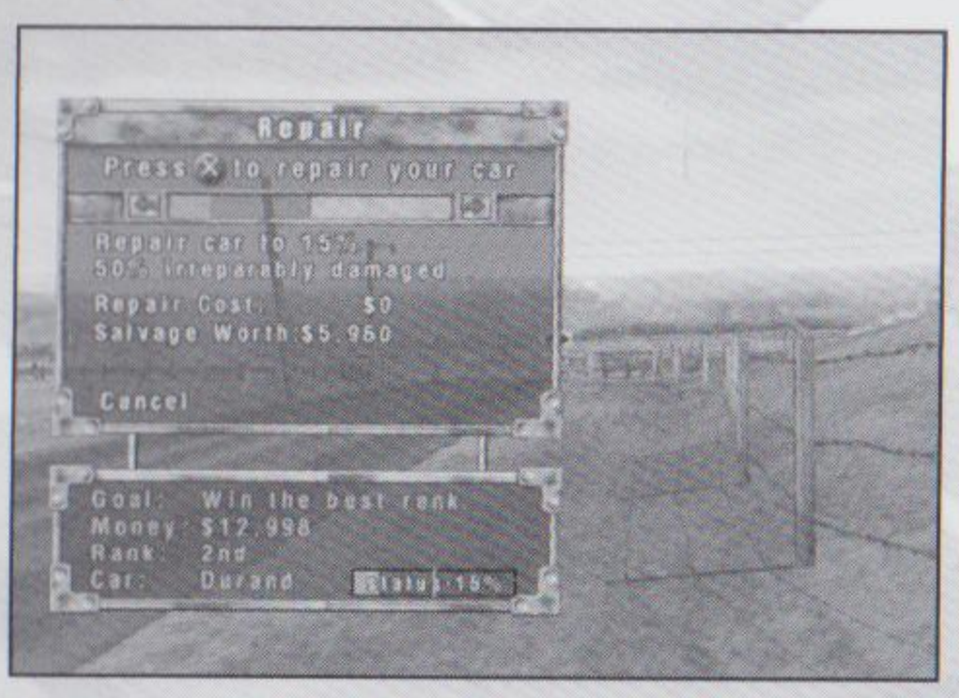


Simply driving fast is not a certain path to victory in *Driven to Destruction*. Who you hit, when you hit them, and how hard you hit them are often as important as how cleanly you cut a corner. Putting a damaged car out of commission eliminates a competitor. Slamming another racer into a guardrail not only slows him down but is a great way to correct an understeer. But most of all, crowds love it!

The more hits you land in eve events, the more your reputation grows (for unlockables) and the bigger your prize. The Hits meter in the lower-right corner of the screen keeps track of how you're doing in this department. The harder you hit another racer, the more your Hits meter increases.

Each time you fill up the Hits meter, it resets and marks a multiplier. For example, fill it up two times and the meter will display "Hits x2." After the eve, you're awarded extra prize money based on this multiplier. The more prestigious the eve, the more money you get.

Repairs



As you compete, you'll inevitably damage your car. Luckily, there's no shortage of body filler, duct tape and sledgehammers, so you can always revitalise your ride between races.

Repair costs are related to the value of the car. In other words, your high-priced Rocket is going to cost far more to fix than your beat little Moth.

Some damage is irreparable. Once a car is damaged badly enough, a white bar at the right of the Damage gauge shows the point beyond which you can't repair this car.

Note: It's cheaper to repair at home than at an eve.

SINGLE ACTION

From the Main Menu, select Action, Race, and then Single to design and drive in your own self-styled eves with your choice of cars and tracks.

Choose a Car

Use the **left / right directional buttons** to choose a car type (Compact, Midsize, Muscle or Special).

Press the **down directional button** and use the **left / right directional buttons** to choose a car. An image of the car as well as stats for Speed, Handling and Durability are displayed at the top of the screen.

Press the **down directional button** and use the **left / right directional buttons** to choose a paint scheme.

Press the **down directional button** and use the **left / right directional buttons** to choose a nickname. The announcer will refer to you by this name until you choose a new one.

Press the × **button** to continue. Press the △ **button** to return to the previous menu.

Note: You can unlock additional cars by increasing your reputation points (see "Options" on page 7).

Choose a Track

Use the **left / right directional buttons** to choose the track where your eve will take place.

Press the **down directional button** and use the **left / right directional buttons** to select the number of events (1, 3, 5 or 7) that will make up your eve.

Press the **down directional button** and use the **left / right directional buttons** to select your opponents' skill level (Rookie, Pro, Veteran, Champ, Legend).

Press the × **button** to start the series. Press the △ **button** to return to the previous menu.

Note: You can unlock additional tracks by increasing your reputation points.

Choose an Event

Once the track loads, you will be presented with a list of events. Use the **up / down directional buttons** to choose an event and press the × **button** to start. Once the event is over, press the **left directional button** to display the Standings tab, where you can view the current standings for the eve. Press the **right directional button** to display the Exit tab. Here you can restart the eve, exit to the Main Menu, or see a replay of your last event (see "Replays" on page 20).

Note: You also have the option of watching a replay immediately following an event. After the event ends, select "Replay" and press the × **button** to watch. Select "Continue" and press the × **button** to return to the Eve screen, where you can choose your next event.

MULTI ACTION

From the Main Menu, select Action, Race, and then Multi to create a multiplayer eve for up to four players. Each player must use a separate analog controller (DUALSHOCK®2). If more than two players want to join, you must have a multitap (for PlayStation®2) connected to your PlayStation®2.

Choose a Car

First, each player must press the × **button** to join the eve. Then, each player chooses a car type (Compact, Midsize, Muscle or Special) using the **left / right directional buttons**.

Next, each player chooses a car by pressing the **down directional button** and then the **left / right directional buttons**.

Finally, each player can select a nickname. Use the **left / right directional buttons** to select a name.

Each player then presses the × **button** to indicate that he or she is ready to race. You can press the △ **button** to return to choosing a car. After all players have indicated that they are good to go, any player can press the × **button** to continue to the next screen.

Choose a Track

Any player can choose a track, the number of events and opponent AI.

Use the **left / right directional buttons** to choose the track. Next, press the **down directional button** and use the **left / right directional buttons** to select the number of races (1, 3, 5 or 7) that will make up the eve. Press the **down directional button** and use the **left / right directional buttons** to select your opponents' racing skill level (Rookie, Pro, Veteran, Champ, Legend).

Press the × **button** to start the eve. Press the △ **button** to return to the previous menu.

Choose an Event

Once the track loads, you will be presented with a list of events similar to single-player mode but with a few additions (see "Race Types" on page 16). Any player can use the **up / down directional buttons** to choose an event and press the × **button** to start. Once the event is over, points are tallied and any awards earned are presented. If you just completed the last event of the eve, the final eve standings are presented along with any awards earned. If any events are left, any player can press the × **button** to advance to the Choose Event screen. From here, press the **left directional button** to display the Standings tab. Press the **right directional button** to display the Exit tab. Here you can exit the eve, restart, or see a replay of the last event (see "Replays" on page 20).

Note: You also have the option of watching a replay immediately following an event. After the event ends, select "Replay" and press the × **button** to watch. Select "Continue" and press the × **button** to return to the Eve screen, where you can choose your next event.

DARE

Dare presents you with a series of 26 exhibition events in five categories. You must unlock each event in succession by winning the event before it.

Choose Action from the Main Menu, then Dare. At first, you will only see one category and one event. Win that event to unlock the next.

Note: Be sure to save your progress before restarting or turning off the game, or you will lose your Dare progress.

RACE TYPES

Driven to Destruction contains a variety of real-life extreme driving events, each slightly different depending on the track venue. The size and shapes of the tracks vary. Some tracks are paved, some are dirt, some contain multiple jumps, some have raised "demolition" stages, and more. The events for these venues are split up between race events (available in single and multi modes), arena events, venue events and multiplayer-only events.

Race Events

Jump Race

This is a race around a road course littered with jumps and obstacles.

Figure-8 Race

Race in a figure-8 pattern, inevitably crossing paths with other cars in the center.

Figure-8 Jump Race

This race is set on a figure-8 track with crossing jumps in the centre. It is one of the most dangerous and outrageously fun events in the game.

Suicide Race

Half the pack goes one way around the track and half the pack goes the other way. Avoiding head-on collisions is just part of the challenge and the fun. The first car to complete a set number of laps is the winner.

Flagpole Race

When the cars come to the flagpole situated in the straightaway, they must loop once around it before continuing the lap. Obviously, much mayhem ensues at the flagpole. Handbrakes come in handy.

Stop-and-Go Race

This is an all-out race with one catch: on each lap you must come to a complete stop between two lines before you can continue. Giving the car in front of you a friendly nudge over the line before it stops means it will have to back up and stop in the zone before it can proceed. Fenders beware!

Forward-Backward Race

Cars drive one lap forward and then one lap in reverse. First car to complete the set number of laps wins.

Whip Around Race

Similar to the Forward-Backward race, but the cars must do a 180-turn after a lap and then drive a lap forward in the other direction. The first car to complete the set number of laps wins.

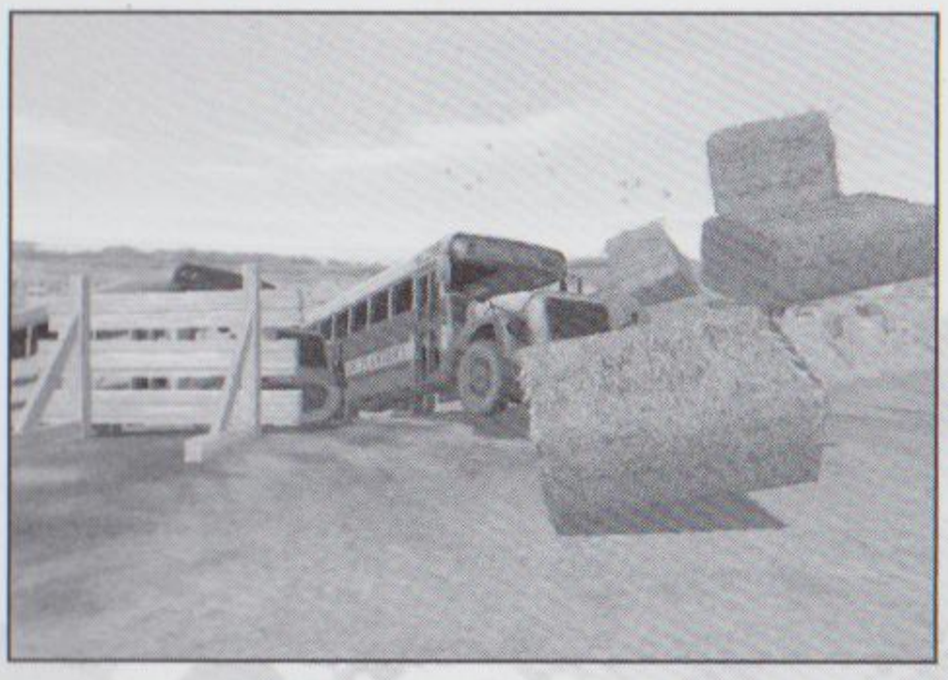
Gauntlet

You must drive a large, durable hearse and complete the set number of laps. Sounds easy? Sure, except that you have a dozen or so opposing drivers out to smash you into oblivion and prevent you from finishing.

Last Man Race

This style of race was actually common in the 1940s. After each lap, the car in last place is out of the race until, eventually, only the winner is left.

School Bus Race



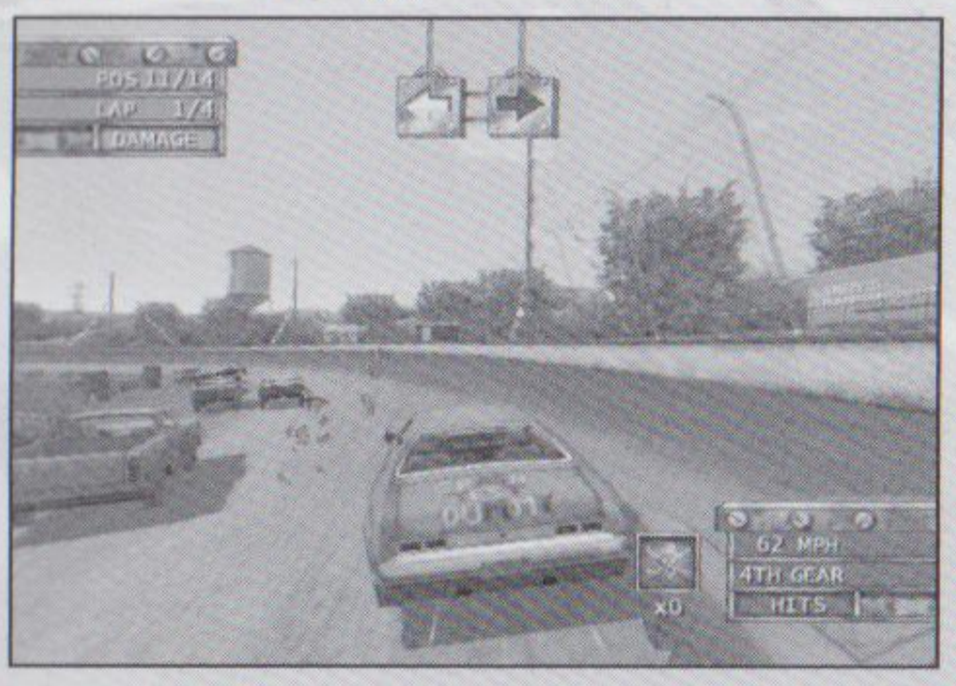
Driving a car in these events is tough enough.

Try racing with 30 extra feet of school bus behind you and a pack of school buses around you. The fenders on the bus go crunch, crunch, crunch...

No-Rules Race

The goal in this rowdy race is to be the first car to cross the finish line by any means necessary and in any shape possible. Fill up that Hits meter!

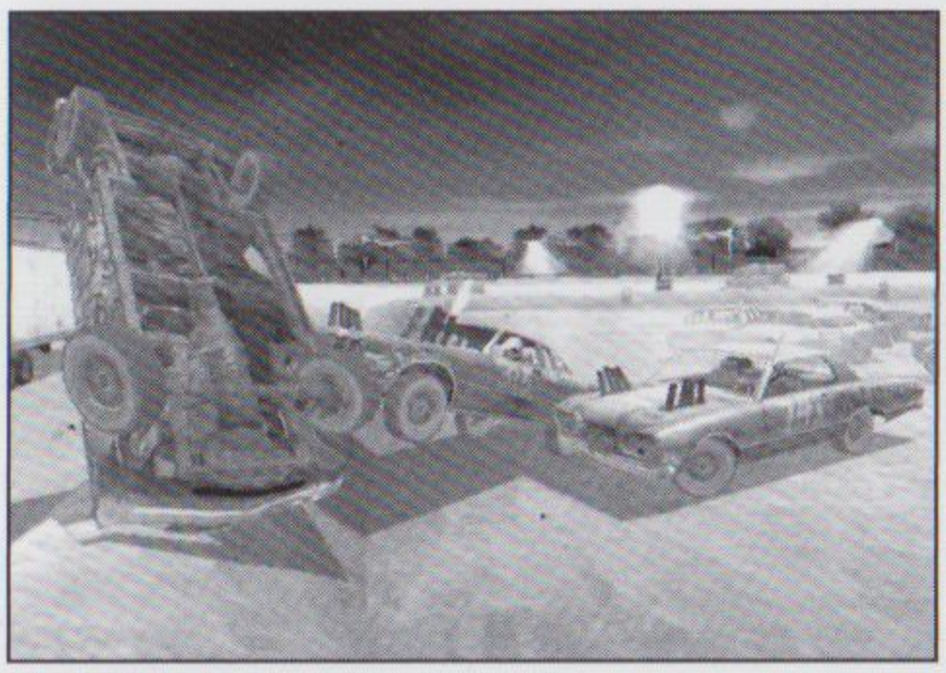
Shortcut Race



The first half of the racers who cross the start / finish line must take a longer route than the second half of the pack. The route that each racer must take changes each lap, depending on his current position in the pack. Keep your eyes on the direction arrows, so you know which route to take each lap.

Arena Events

Demolition Derby

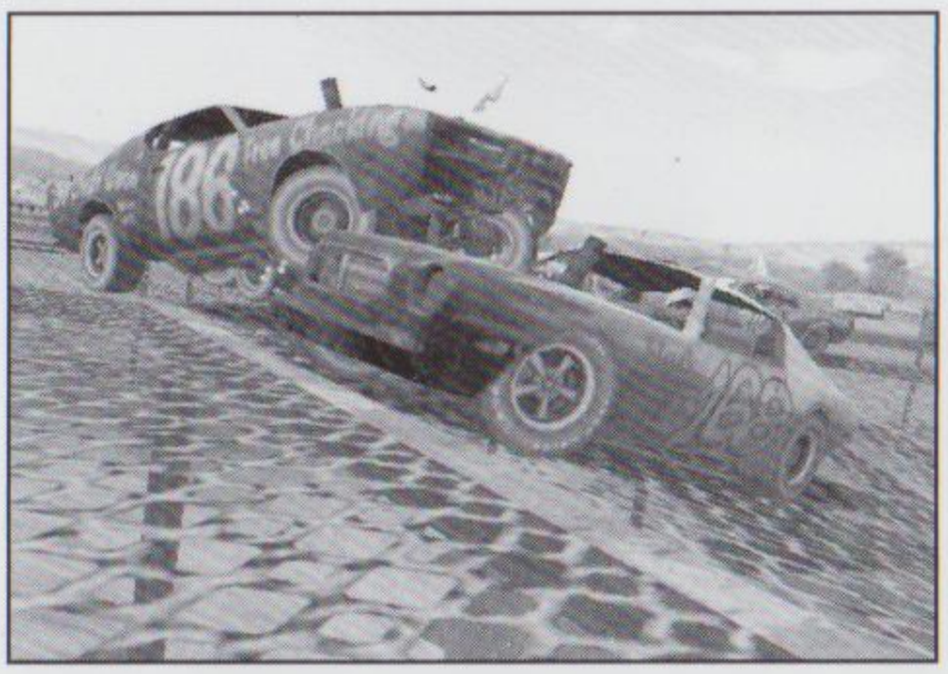


In this common county fair event, you are ranked by the number of cars you knock out, as well as by the number of times you have hit other cars. There is also a "shot clock" that counts down the amount of time since you last collided with another car — take too long and you're out! You must keep smashing, not hiding (or sandbagging, as it's commonly referred to in extreme racing circles). The radar lets you know where the live cars are.

Wrangling

In this fictional event, you must take out one or more AI-driven compact cars before time runs out. The directional arrow will help you keep track of your target. You only have 60 seconds to "wrangle" the Moth you're chasing. Your final score is based on how quickly you take the Moth out.

Push Off / Knock-Out



In this variation of a demolition derby, there is a boundary area inside of which all cars must remain. If a car is pushed out of the ring or disabled, it is out. The winner is determined by the number of cars pushed out and/or disabled. Ties are broken by the number of times you hit other cars. The radar lets you know where the live cars are. You are awarded one point for each in-ring kill and two points for knocking a car out of the ring.

Red Rover

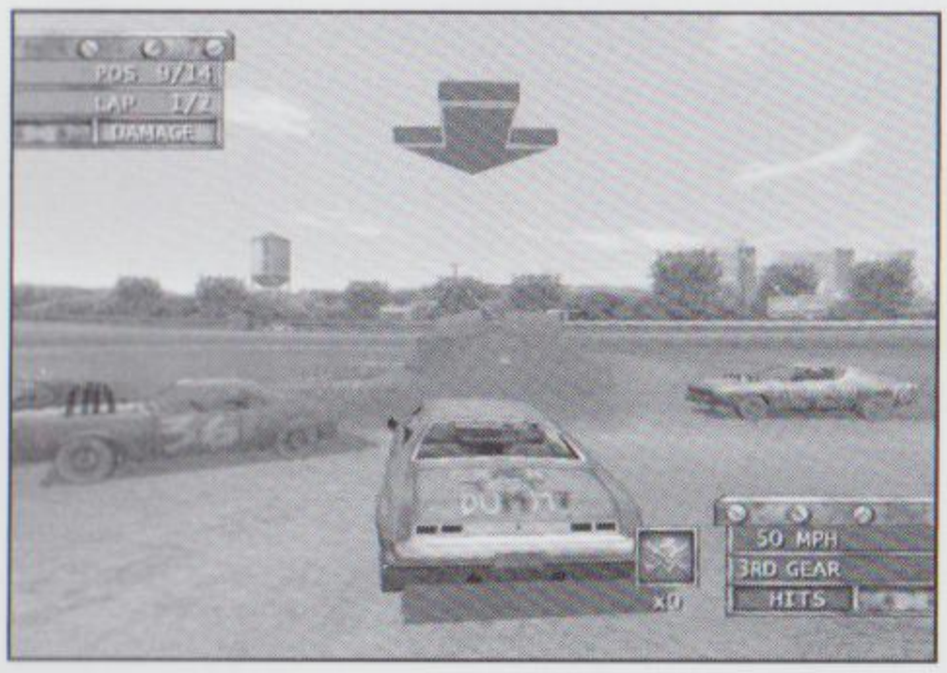
Red Rover, Red Rover, let 2,500 lbs. of twisted steel come over. This fictional event is similar to the children's game of the same name. In our version, there are two large areas, and when the horn blows, all cars must race from one area to the other. The last car to get to the second area is eliminated. You must stay within the area until all cars cross the line. If you roll out of the marked area before the horn blows, you're out. Last car standing wins.

Venue Events

Detention

You are a lone school bus driver and your mission is to take out as many cars as possible before they complete a set number of laps. Your start with 100 points and that point total is reduced with each lap a car completes. The event ends when all escapees have either been disabled or have finished the required number of laps. Use the radar to keep track of live targets.

Point-to-Point Race

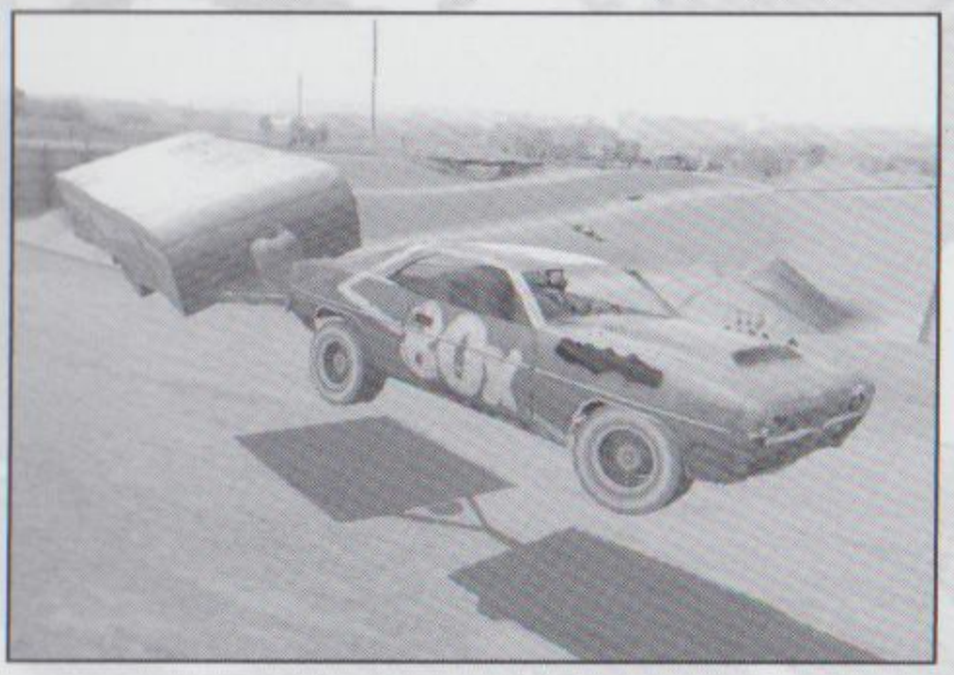


In this fictional event, you drive over circles on the track in a specific order. It takes precision driving, since the circles are small and the turns are tight. An indicator points toward the next circle.

Survival

This is like a point-to-point race, except that the other drivers try to stop you from finishing. You have only 60 seconds to complete the race, and your score is based on how quickly you do it.

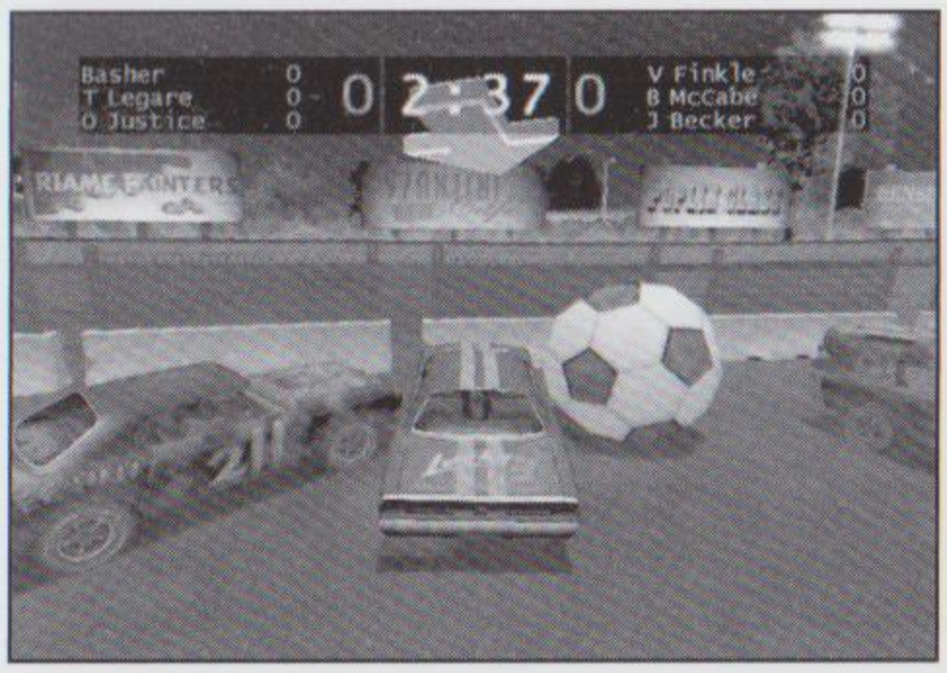
Trailer Race



It takes some skill to drive with a trailer attached to your car, and it takes a lunatic to race with one. You have two damage bars — one for your car and one for your trailer. Wrecking either one will put you out of the race. You are awarded one point for each car you kill (by disabling them or their trailer), one point for finishing the race, and a bonus point for finishing in first place.

Chain Race

Ever pull somebody out of a ditch using a chain? Did you then floor it and drive in circles? Well, then you sort of know what a Chain Race is like. You have two damage bars in this race — one for the car in front, which you drive, and one for the car in back, which is driven by an AI driver. Wrecking either one will put you out of the race.



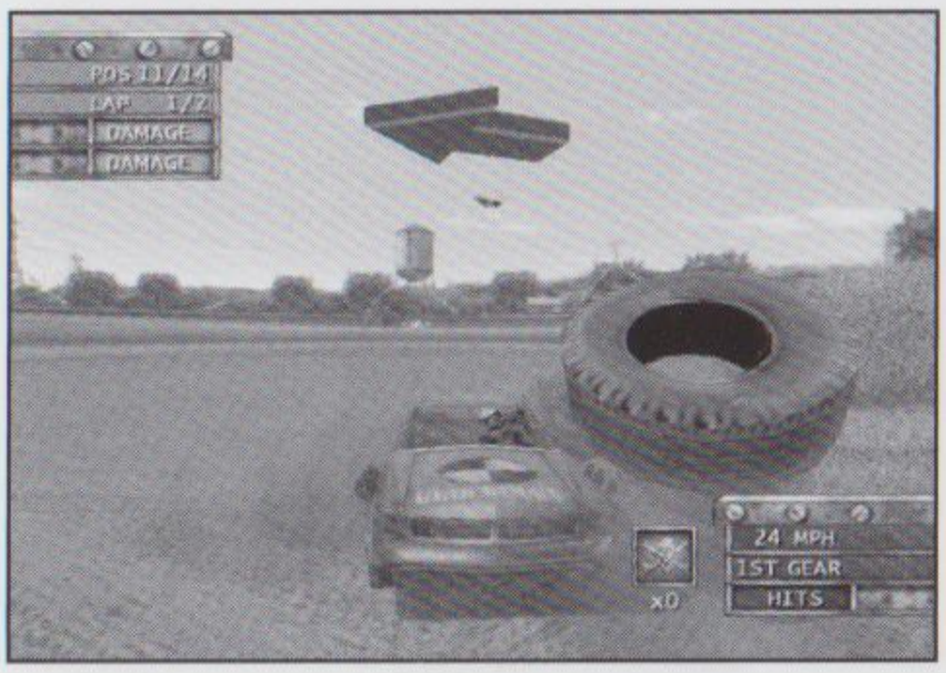
Soccer

Play a game of soccer with four cars and a 500-lb. ball! Teams include two to three players, and if fewer than four humans play, AI cars fill the empty slots. Players must use their cars to move the ball into their opponent's goal at one end of the field. The game is played for three minutes.

Multiplayer Only Events

Capture the Flag

The goal of this contest is to be the player who "captures the most flags." Players begin the contest from a standing start as a flag appears at one of several predetermined spots, marked on the track as a large circle (follow the directional arrow). You must drive through this circle first to pick up the flag, and then drive to the flag destination point, also marked on the track as a large circle. If you are able to do this without taking any sizable hits from other cars, you will have "returned the flag," and scored a point. If another car hits you, that car takes control of the flag. This game ends when either the time expires or one player scores a set number of points.



Battle

Your goal is to destroy as many opponents as possible by shooting them with explosive chickens, which you fire out of the front of your car. Press the **L2 button** to fire. If you are killed, press the **SELECT button** to reappear. The game ends once a player scores five kills.

REPLAYS

Want to relive the glory of a spectacular mid-air crash or a superb suicide pile-up? Following a race, select the Replay option (you can also watch a replay from the Eve Menu by selecting Replay on the Exit tab).

The replay starts automatically.

To cycle through cameras, press the **directional buttons** or the **× button**. To see the race from another car's perspective, press the **○ button** or the **□ button**. To rewind to the beginning of the replay, press the **L1 button**. To pause, press the **R1 button**. To exit the replay, press the **START button**.

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